

FIGURE 1

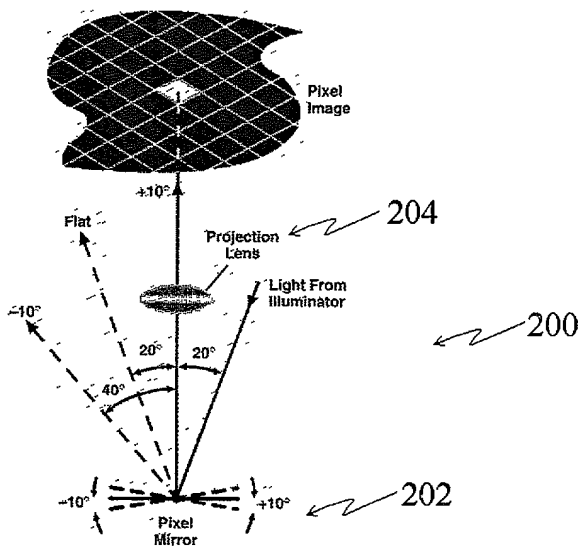


FIGURE 2

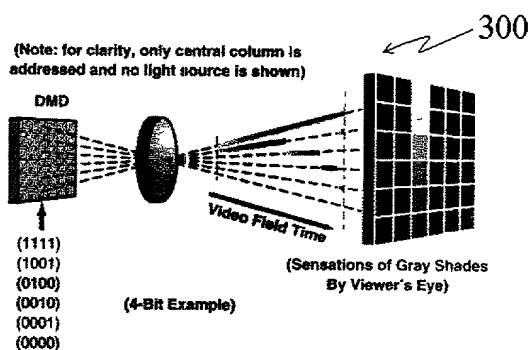


FIGURE 3

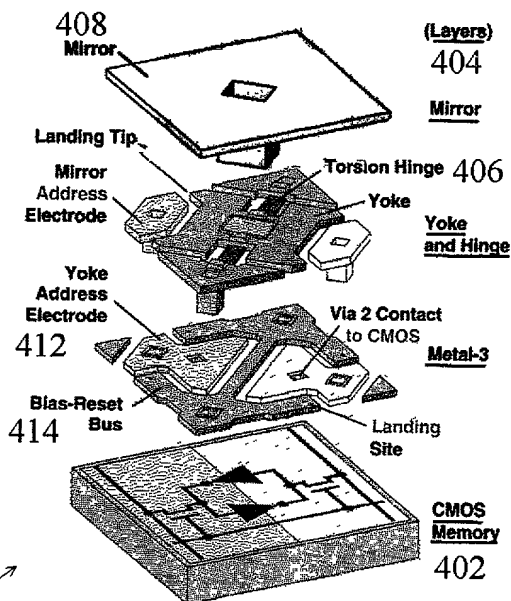


FIGURE 4

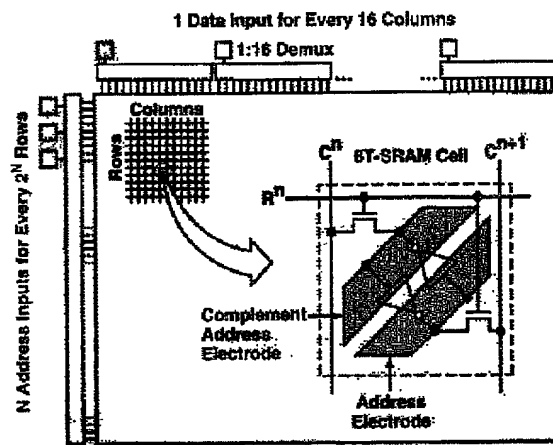


FIGURE 5

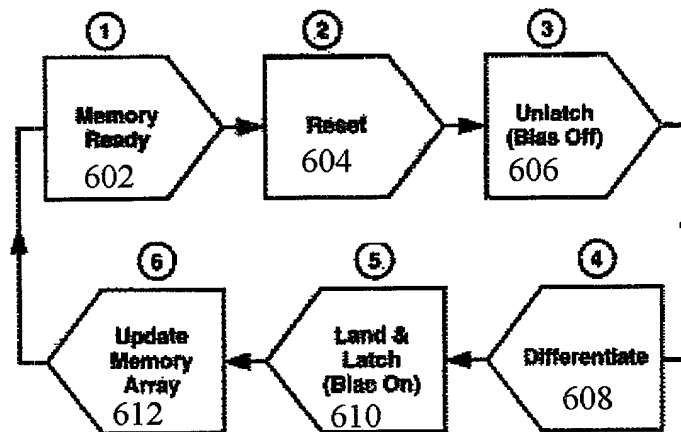
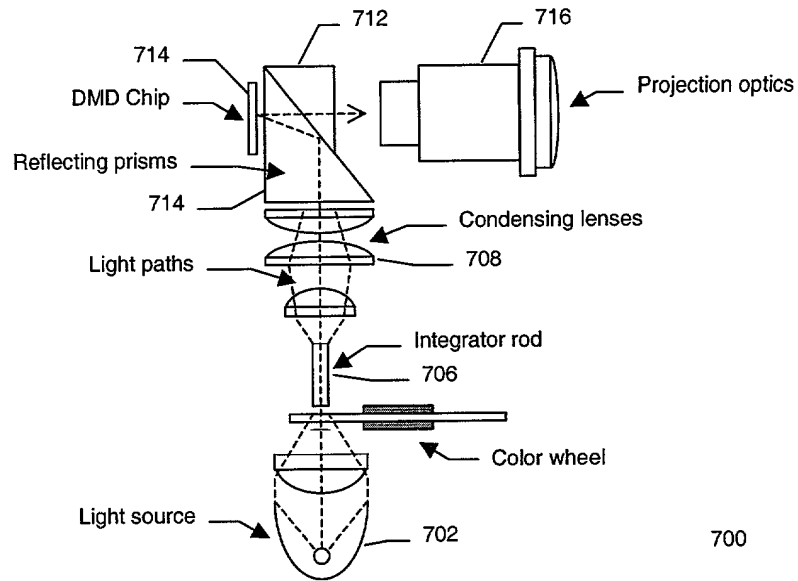
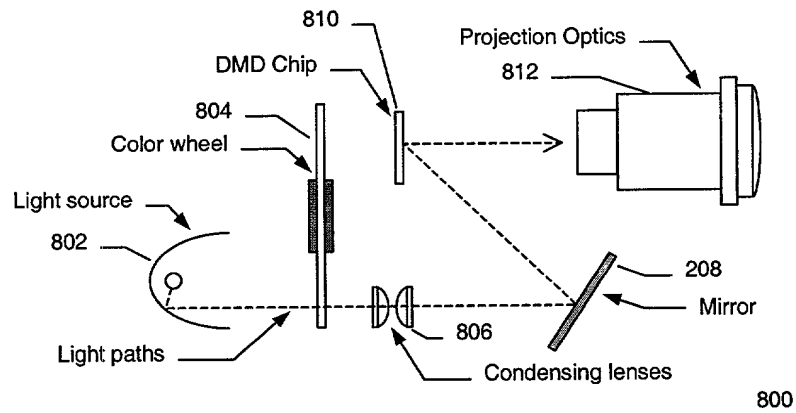


FIGURE 6



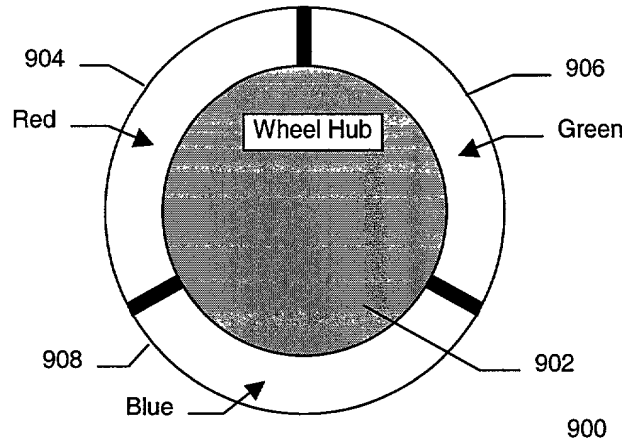
**Figure 7**

Single-Chip DMD Projection System - Example 1



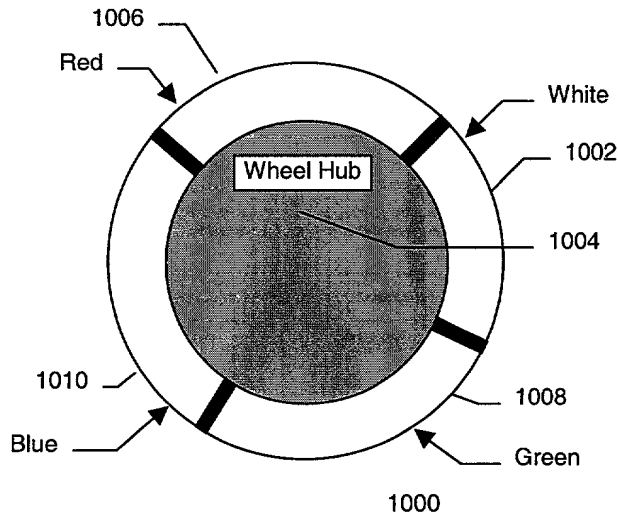
**Figure 8**

Single-Chip DMD Projection System - Example 2



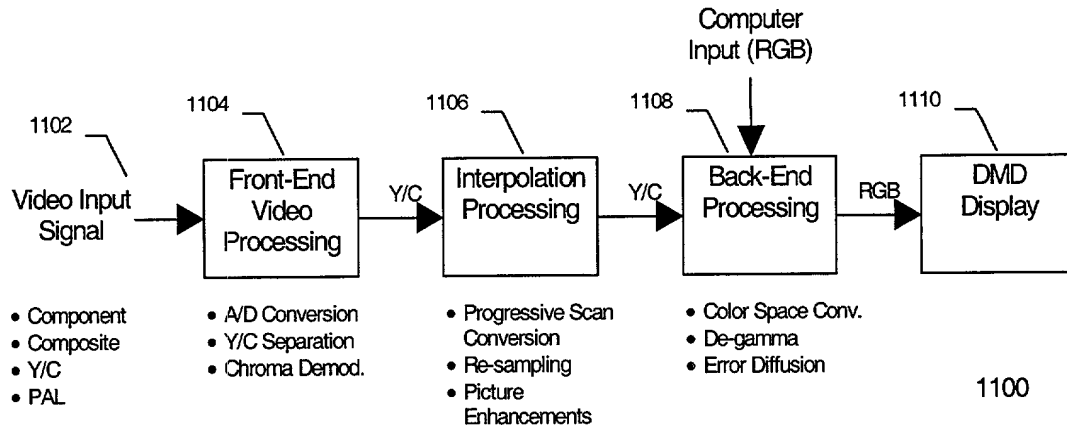
**Figure 9**

**Three-Segment Color Wheel for Single Chip DMD Projection Systems**



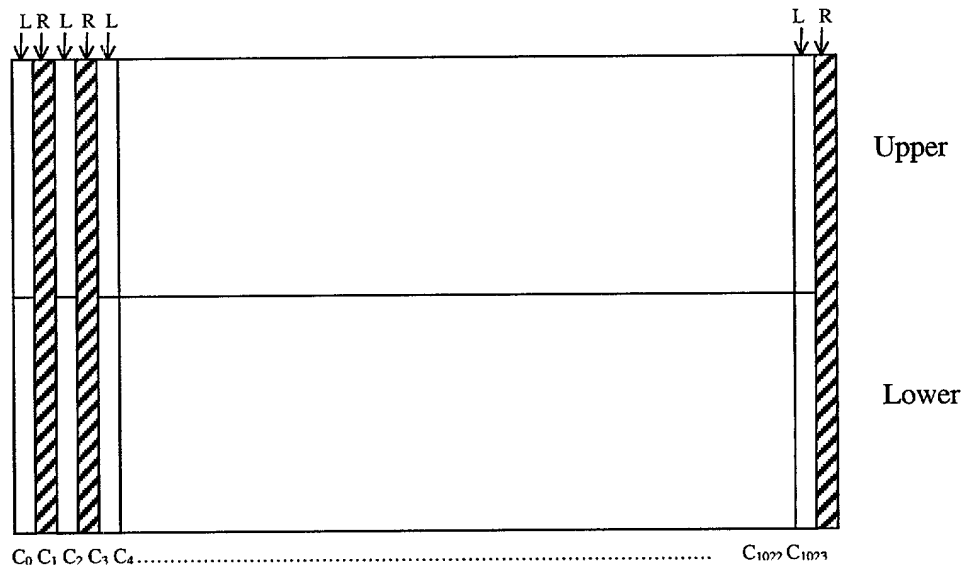
**Figure 10**

**Four-Segment Color Wheel for Single Chip DMD Projection Systems**

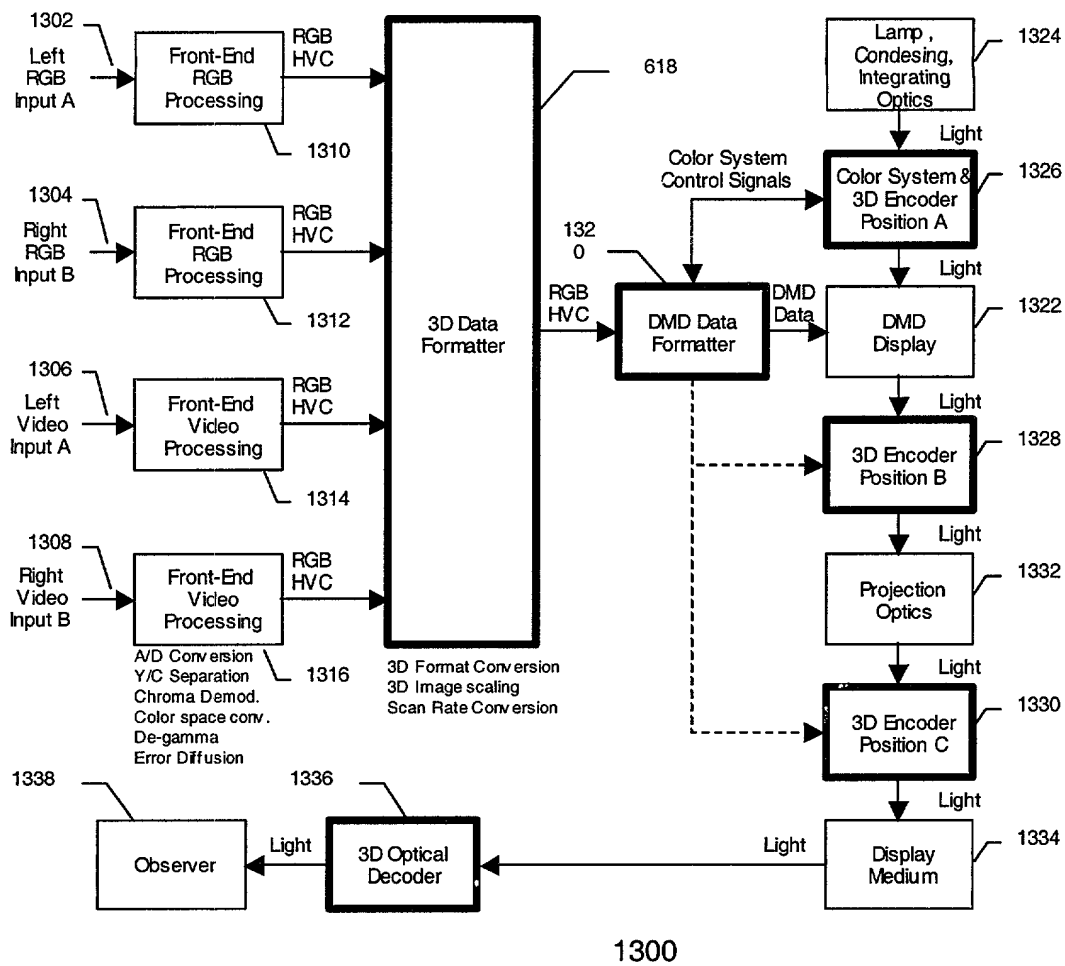


**Figure 11**

**2D DMD Projector Video Processing Block Diagram for Single-Chip DLP Projector**

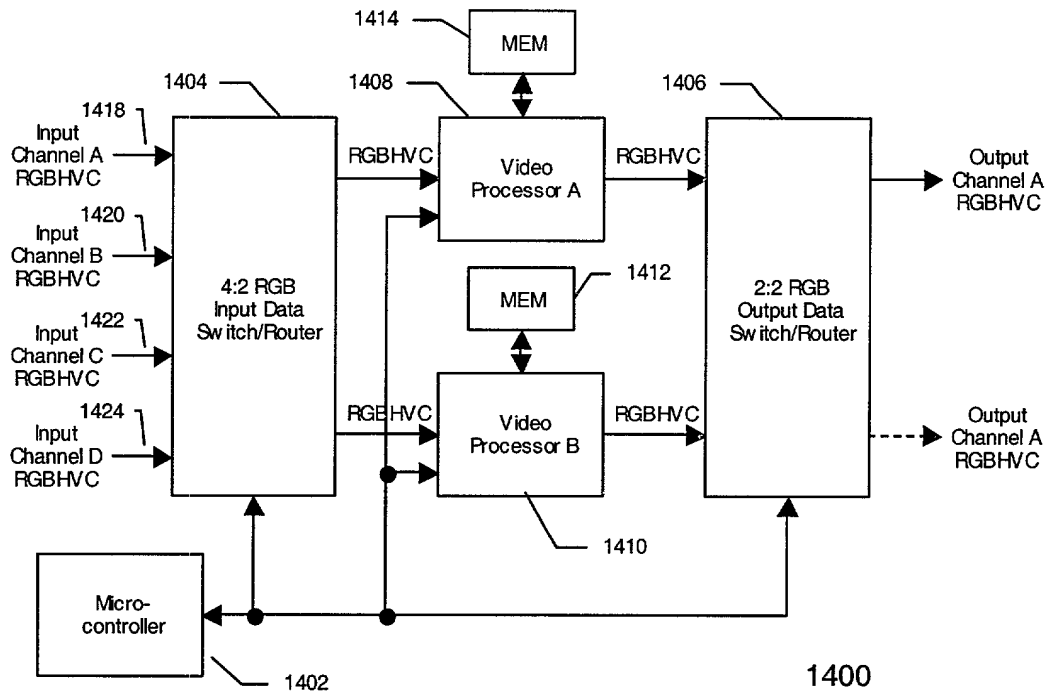


**Figure 12**

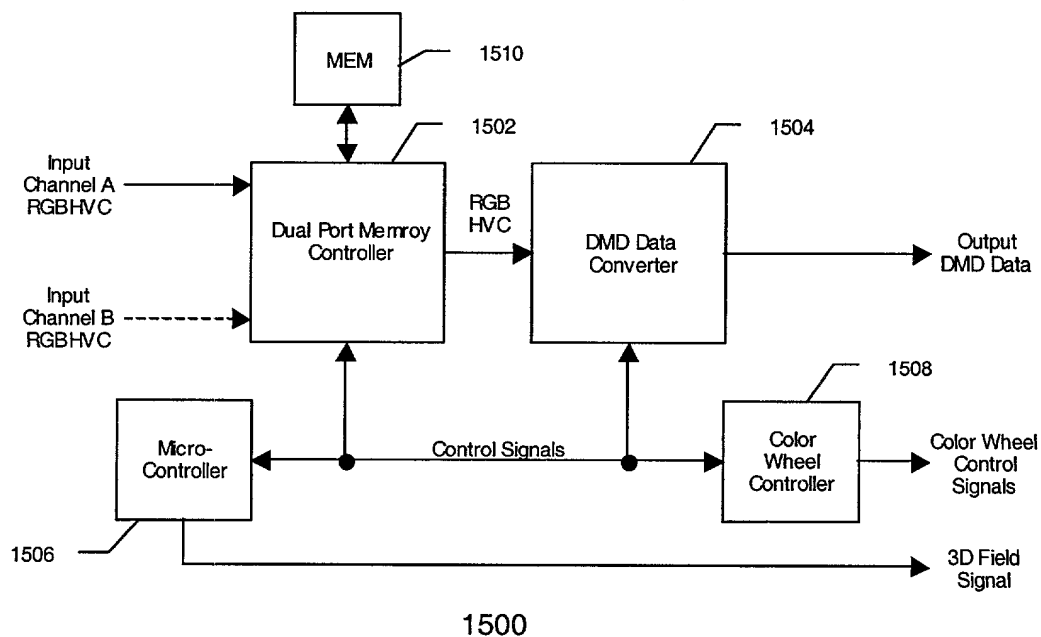


**Figure 13**

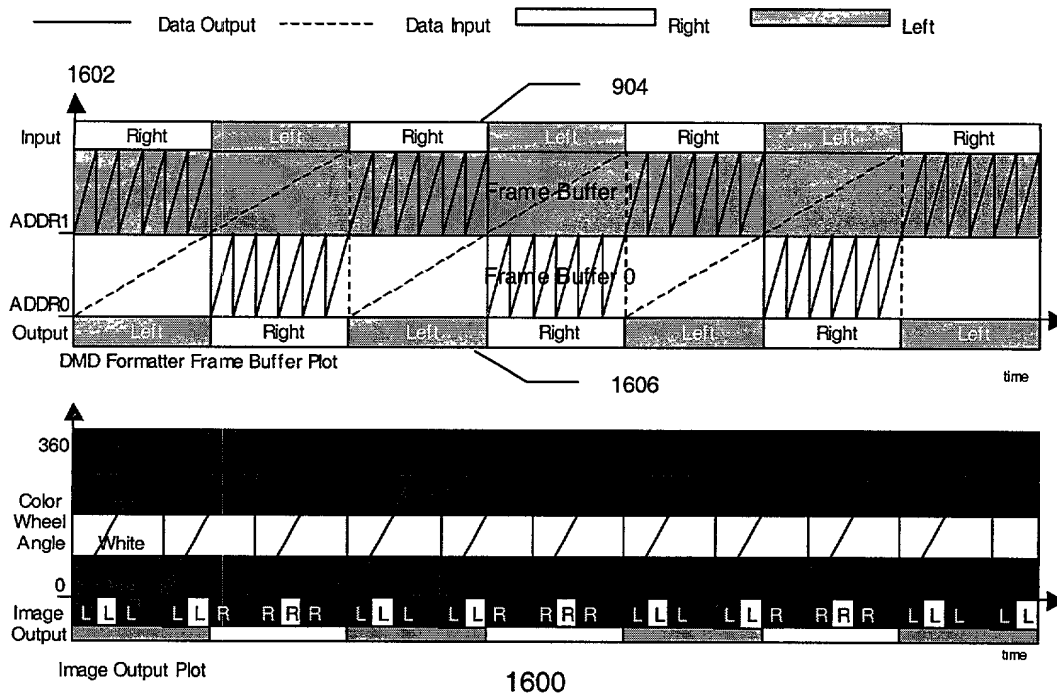
**Signal Flow and Optics Block Diagram for DMD Based 3D Projection System**



**Figure 14**  
3D Data Formatter Block Diagram

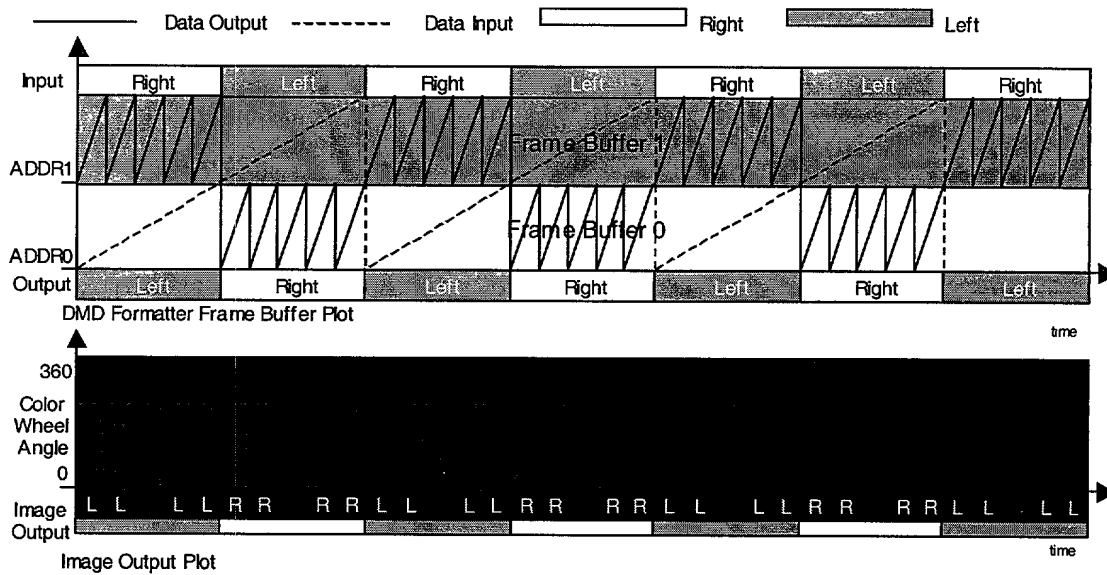


**Figure 15**  
DMD Data Formatter Block Diagram



**Figure 16**

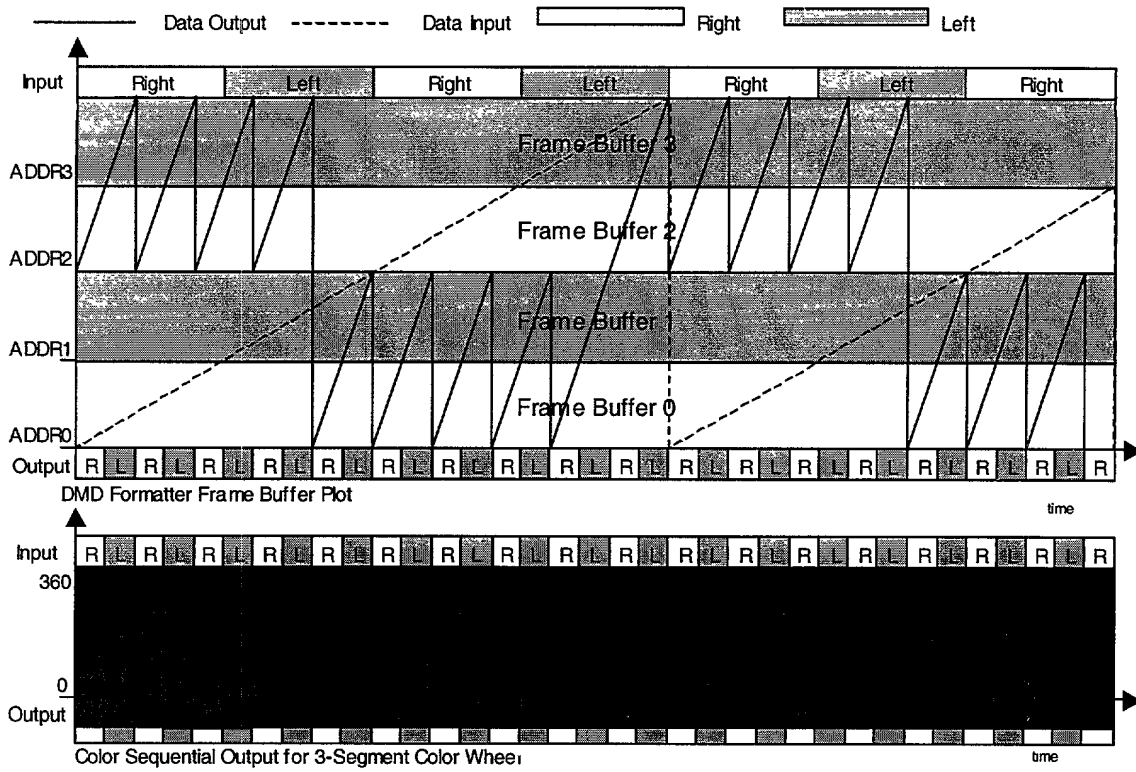
**DMD Data Formatter Chart for Input Synchronized Frame Sequential 3D Input Using Four-Segment Color Wheel (Chart applies to 75Hz, 80Hz, and 85Hz input signals)**



**Figure 17**

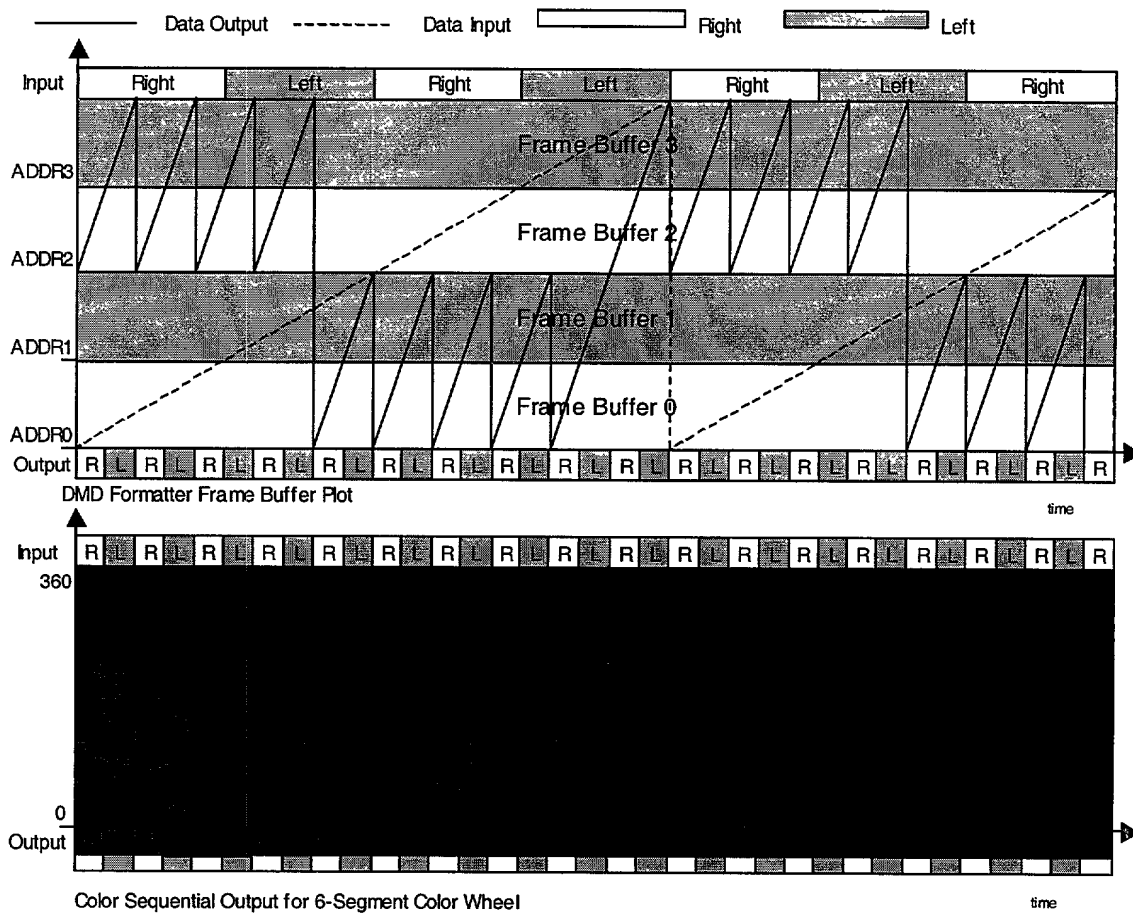
**DMD Data Formatter Chart for Input Synchronized Frame Sequential 3D Input Using Three-Segment Color Wheel (Chart applies to 72Hz, 75Hz, and 80Hz input signals)**





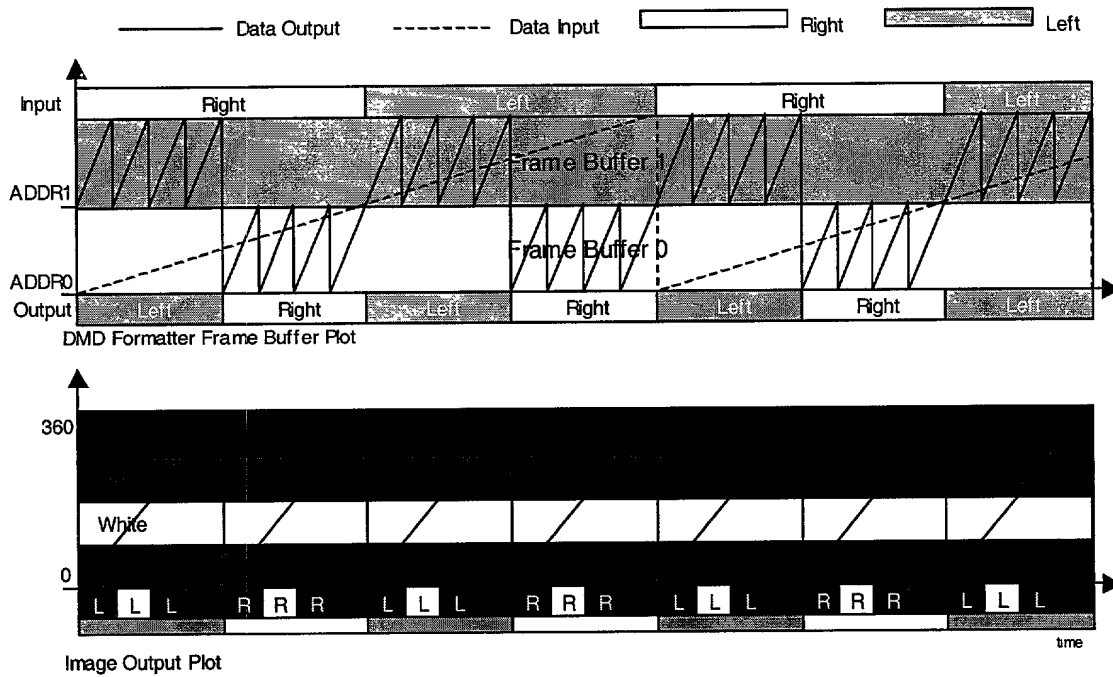
**Figure 18**

**Input Synchronized Color Sequential 3D Using a Three Segment Color Wheel and Quad Frame Buffer**  
(Chart applies to 72Hz, 75Hz, and 80Hz input signals)



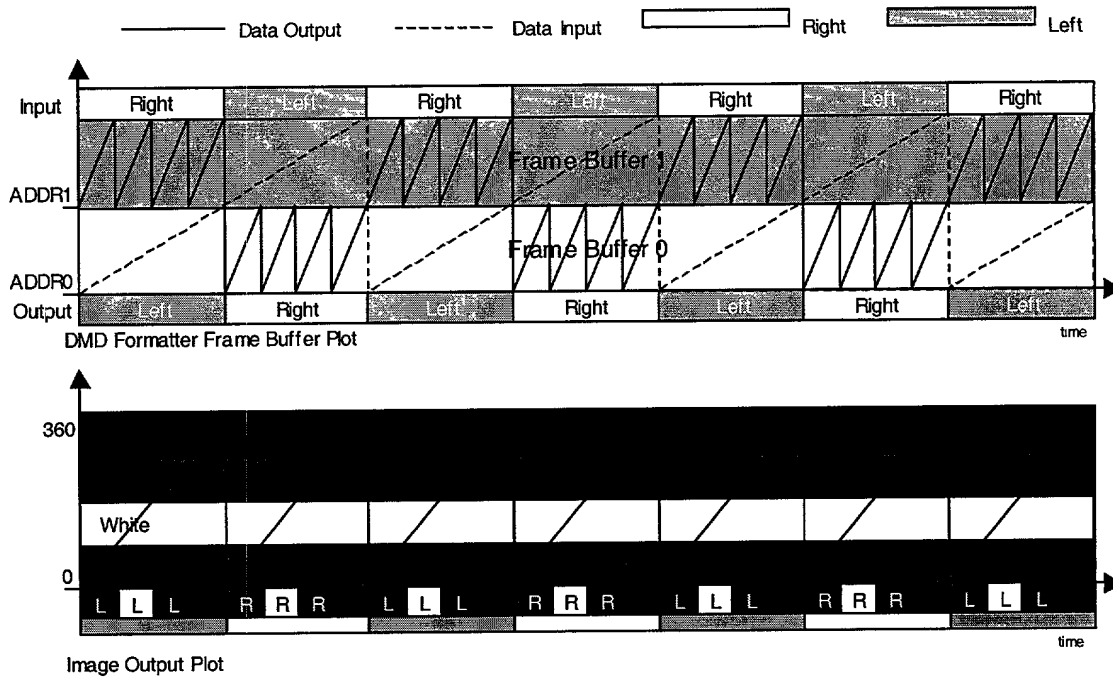
**Figure 19**

**Input Synchronized Color Sequential 3D Using a Six-Segment Color Wheel and Quad Frame Buffer**  
 (Chart applies to 72Hz, 75Hz, and 80Hz input signals)



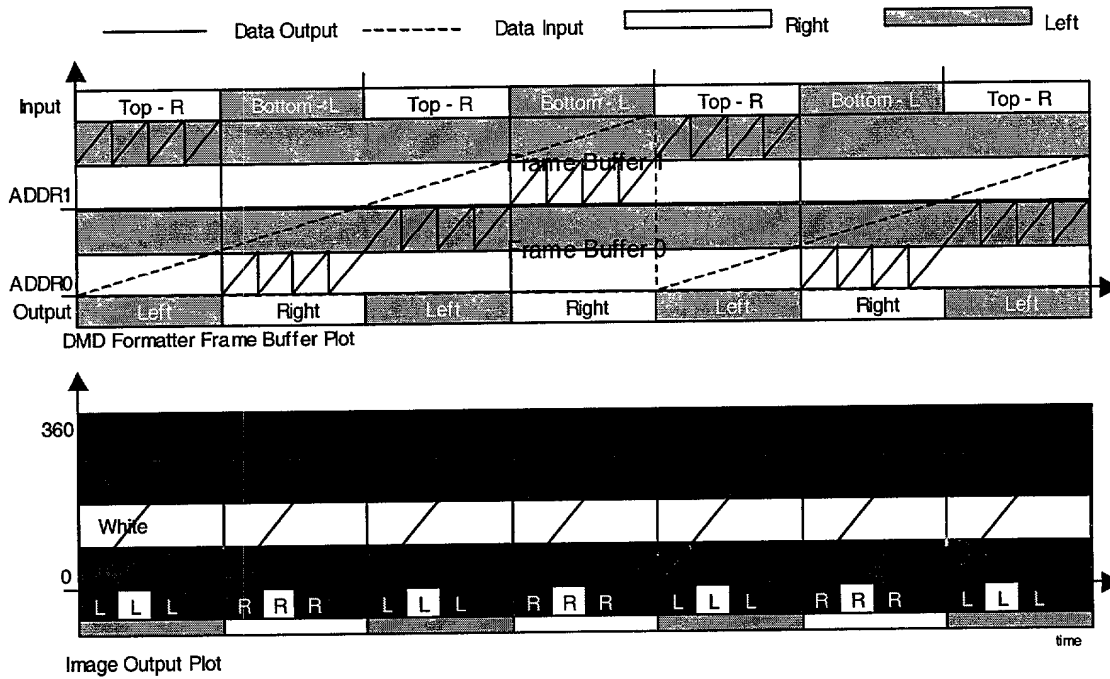
**Figure 20**

**DMD Formatter Chart for Output Synchronized Frame Sequential 3D Format for 60Hz Input Using a Four-Segment Color Wheel**



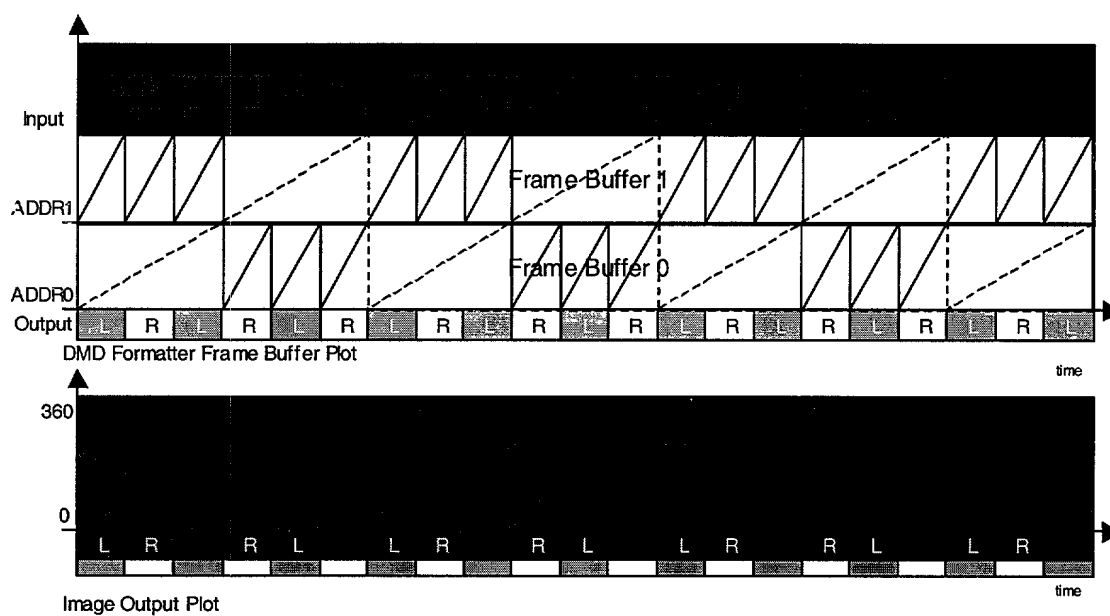
**Figure 21**

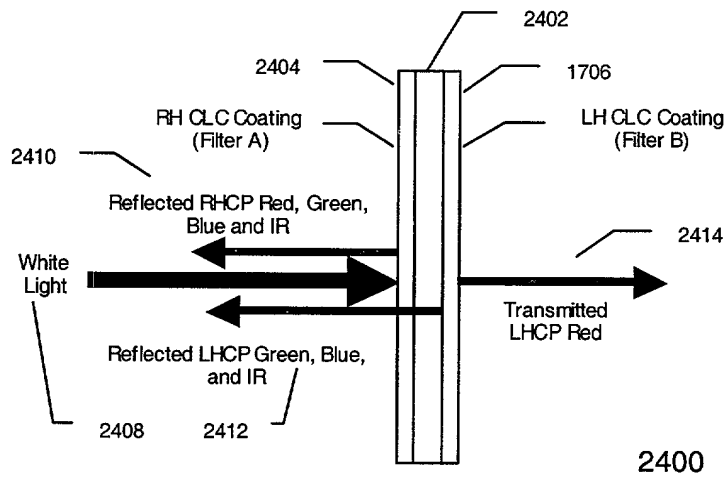
**DMD Formatter Chart for Output Synchronized Frame Sequential 3D Format for 120Hz Input Using a Four-Segment Color Wheel**



**Figure 22**

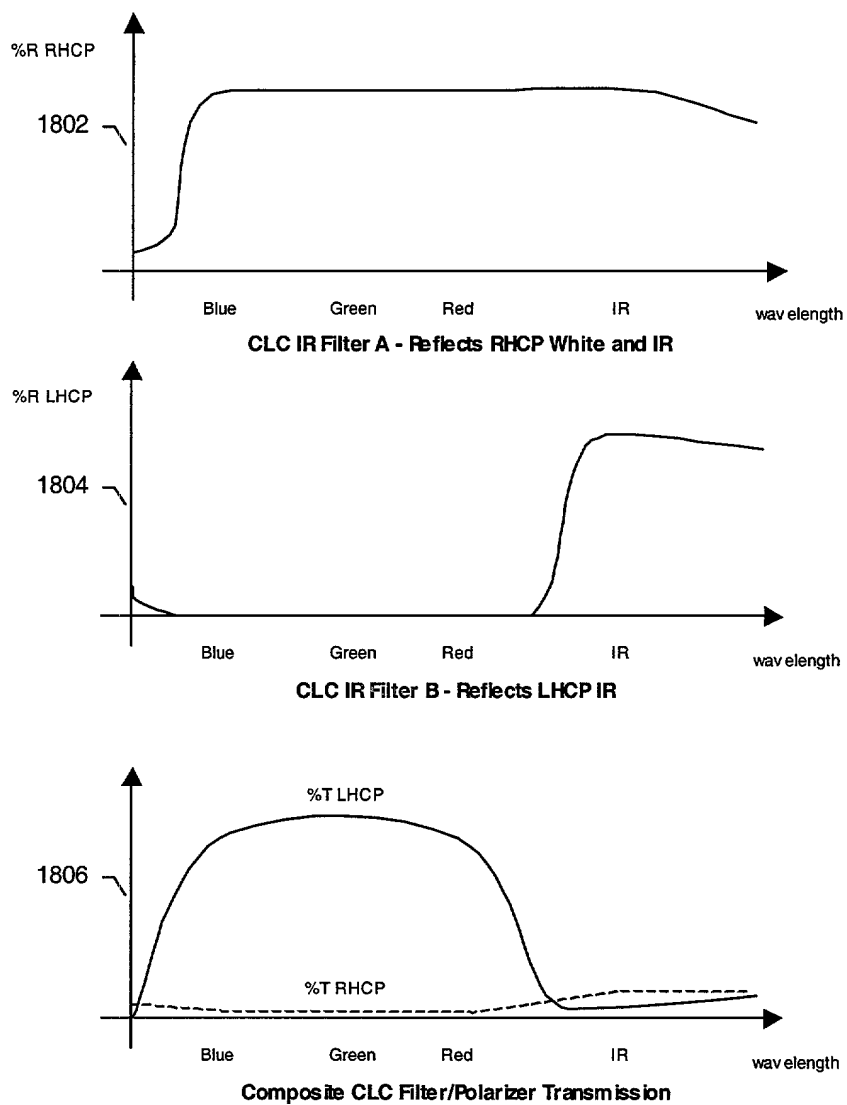
**DMD Formatter Chart for Output Synchronized Frame-Sequential 3D Format for 60Hz Over-Under 3D Input using a Four-Segment Color Wheel**





**Figure 24**

**Cholesteric Liquid Crystal Reflective Circular Polarizing Red Filter  
(Similar for White, Green, or Blue)**

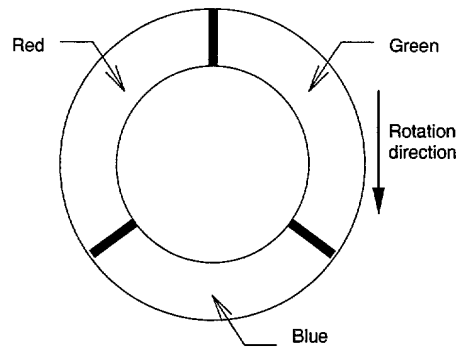


1800

**Figure 25**

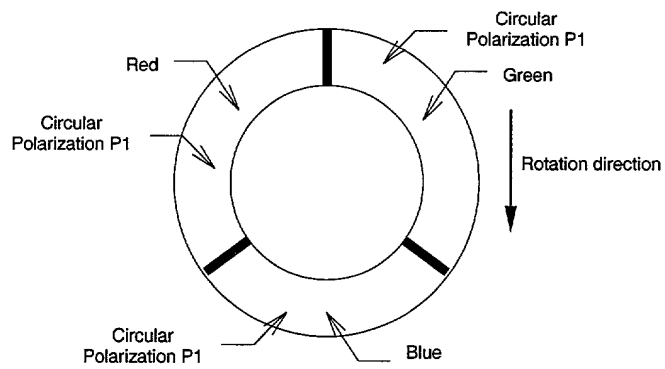
**Spectral Response for CLC IR Filter/Circular Polarizer**





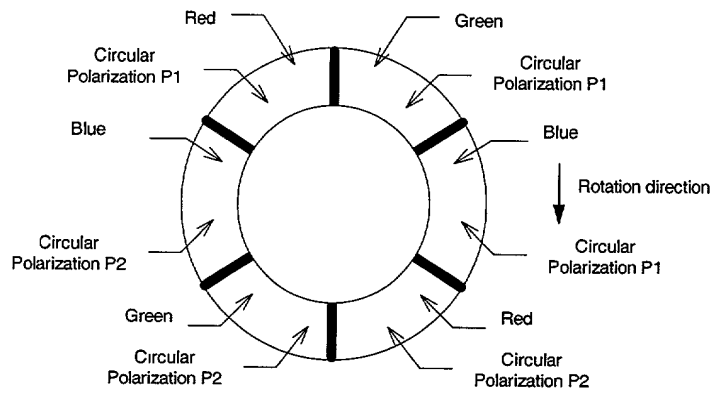
**Figure 26**

Three-Segment Color Wheel Type CW-A



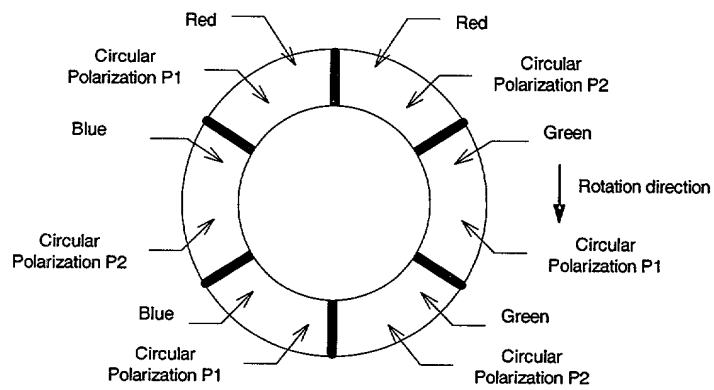
**Figure 27**

Three-Segment Color Wheel Type CW-B



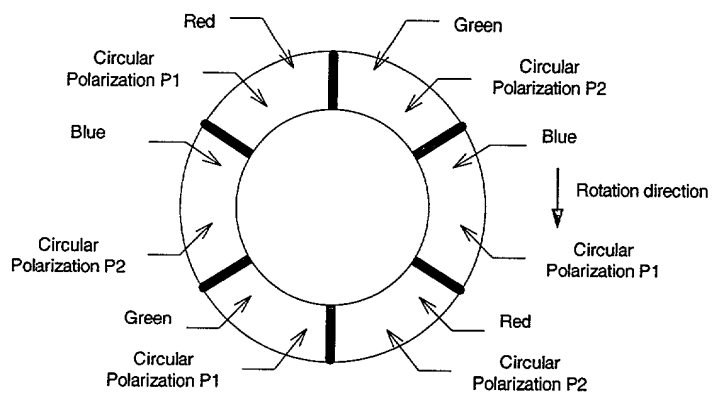
**Figure 28**

**Six-Segment Color Wheel Type CW-C**



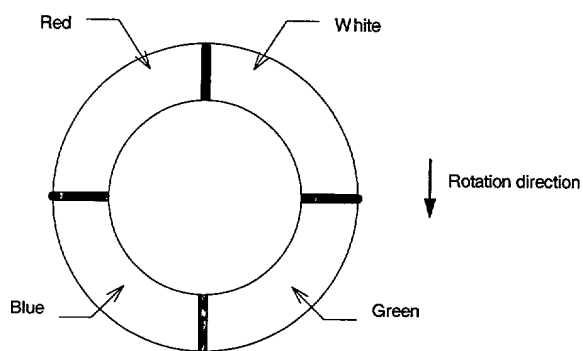
**Figure 29**

**Six-Segment Color Wheel Type CW-D**



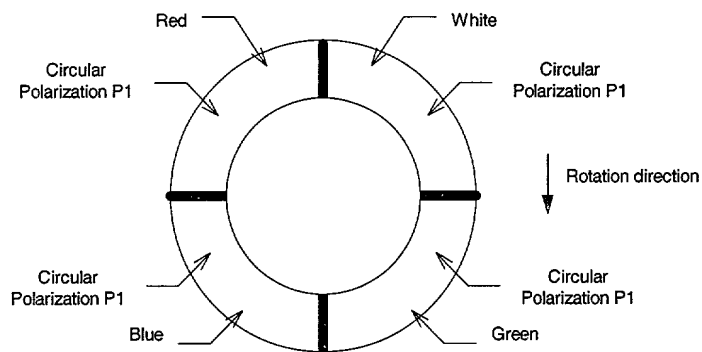
**Figure 30**

**Six-Segment Color Wheel Type CW-E**



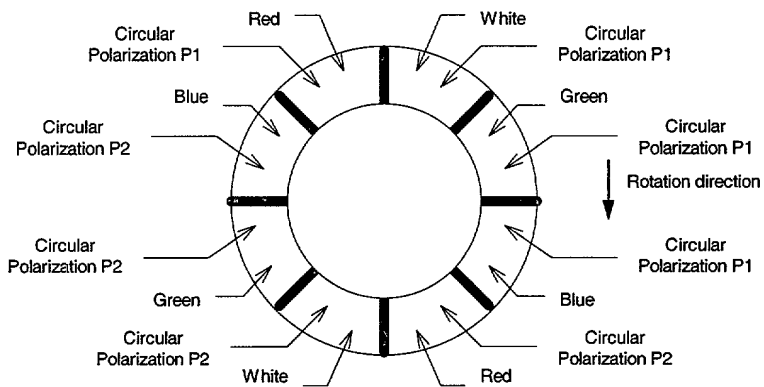
**Figure 31**

**Four-Segment Color Wheel Type CW-F**



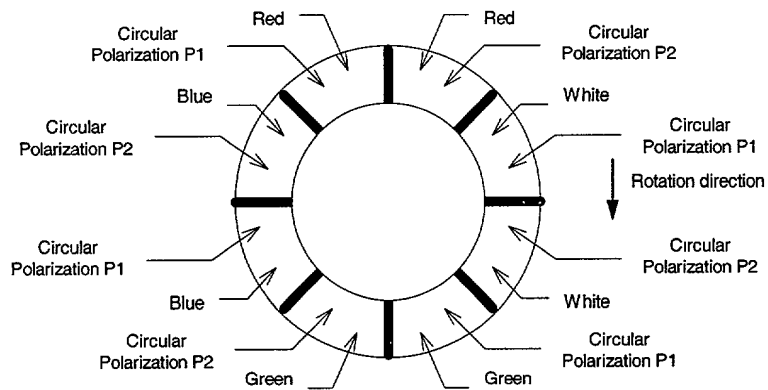
**Figure 32**

**Four-Segment Color Wheel Type CW-G**



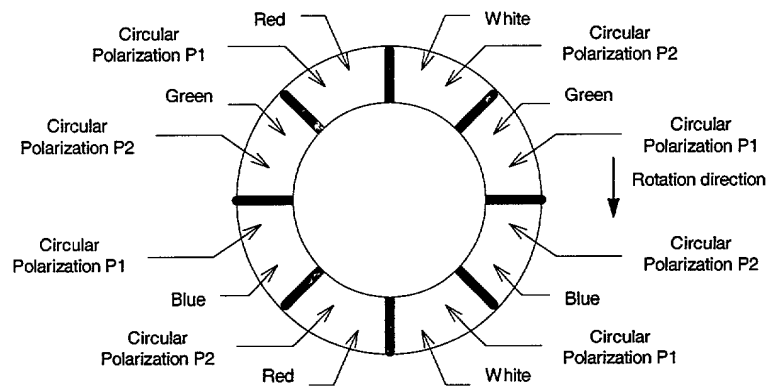
**Figure 33**

**Eight-Segment Color Wheel Type CW-H**



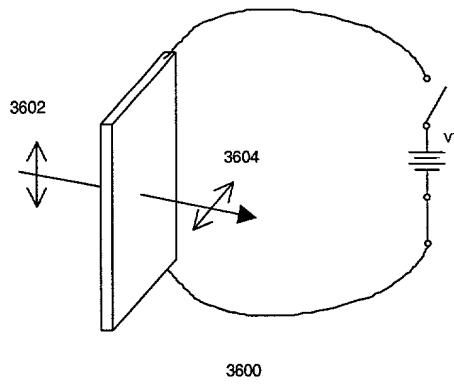
**Figure 34**

**Eight-Segment Color Wheel Type CW-I**



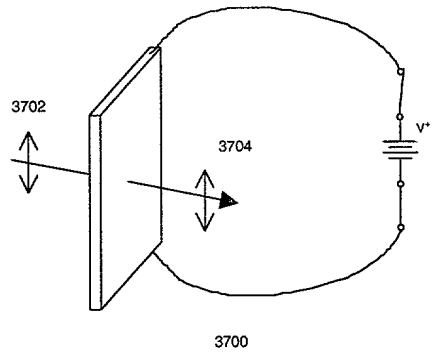
**Figure 35**

**Eight-Segment Color Wheel Type CW-J**



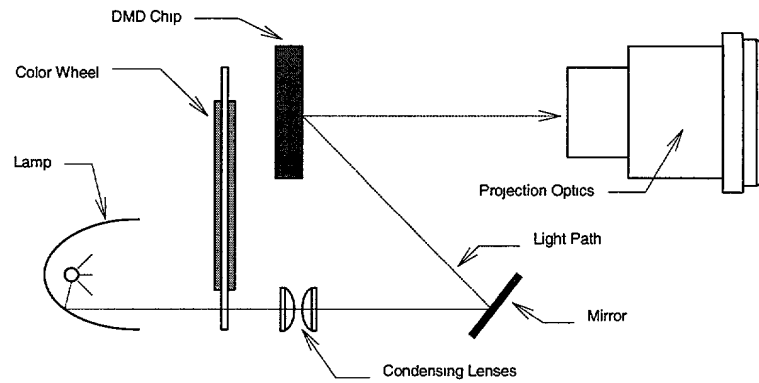
**Figure 36**

**Liquid Crystal Rotator with no Applied Terminal Voltage**



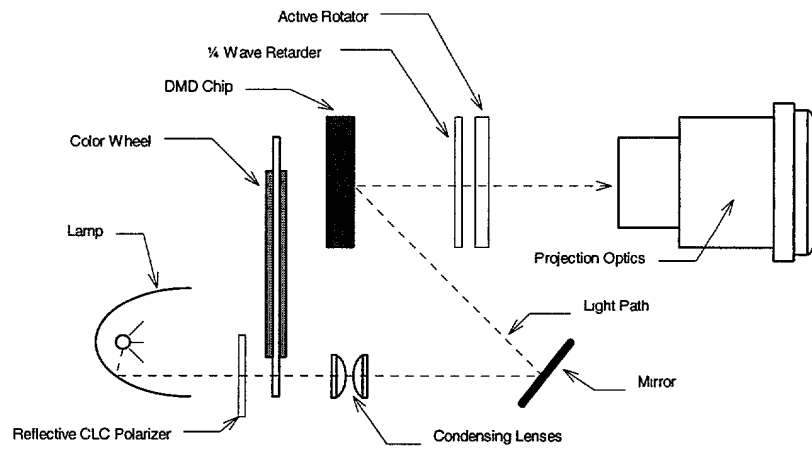
**Figure 37**

**Liquid Crystal Rotator with Applied Terminal Voltage**



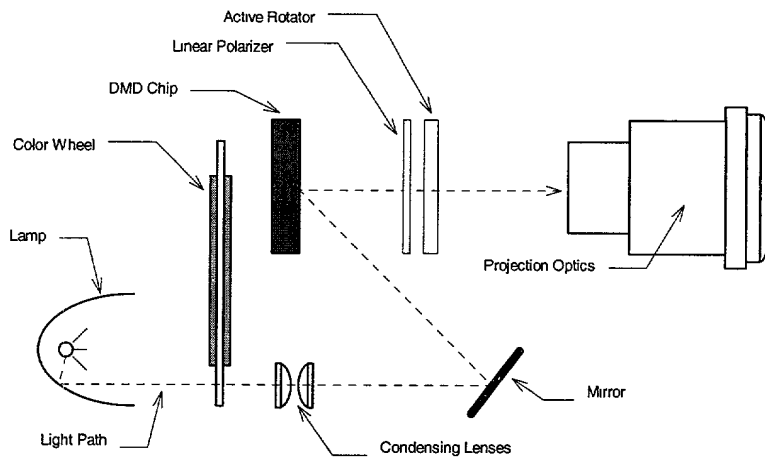
**Figure 38**

**DMD Based Stereo 3D Projector, 3D Optical Configurations: A, B, H, I, K, M, N, S, U, W**



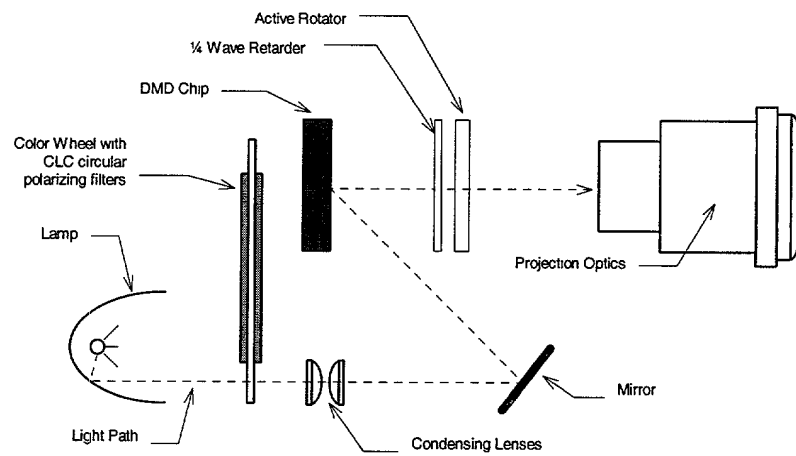
**Figure 39**

**DMD Based Stereo 3D Projector, 3D Optical Configurations: C and O**



**Figure 40**

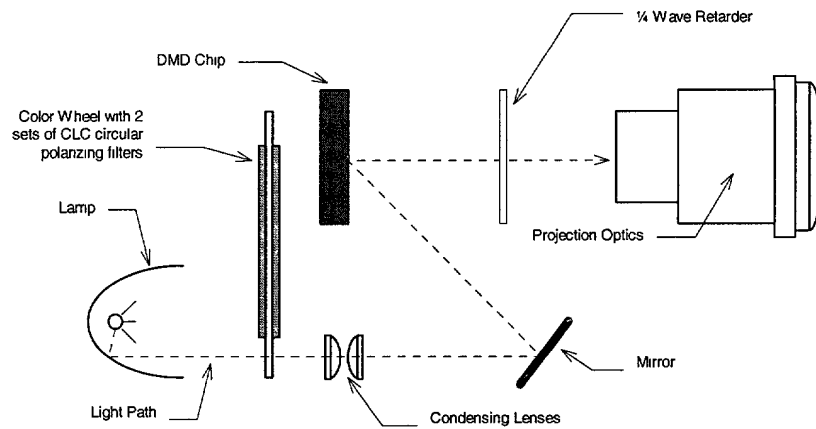
**DMD Based Stereo 3D Projector, 3D Optical Configurations: D and P**



**Figure 41**

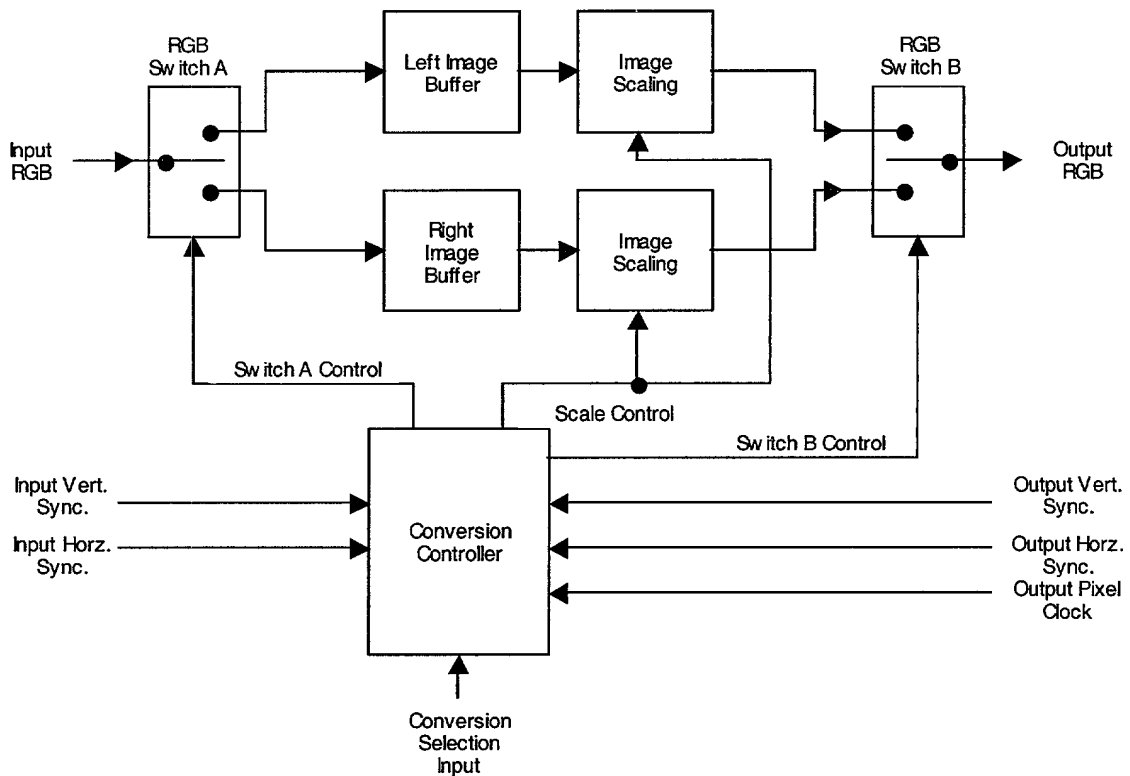
**DMD Based Stereo 3D Projector, 3D Optical Configurations: E and Q**





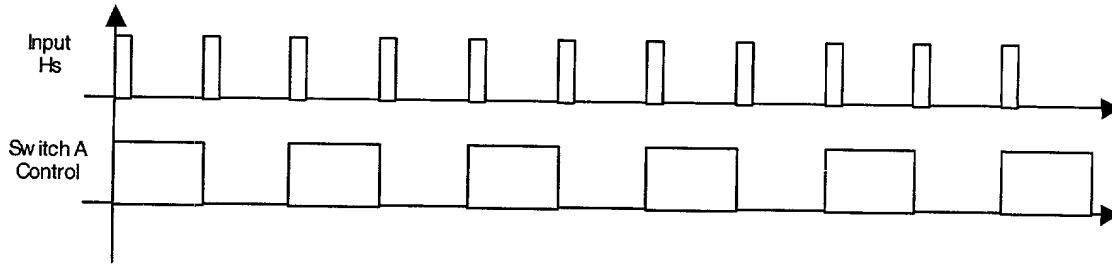
**Figure 42**

**DMD Based Stereo 3D Projector, 3D Optical Configurations: F, G, J, L, R, T, and V**



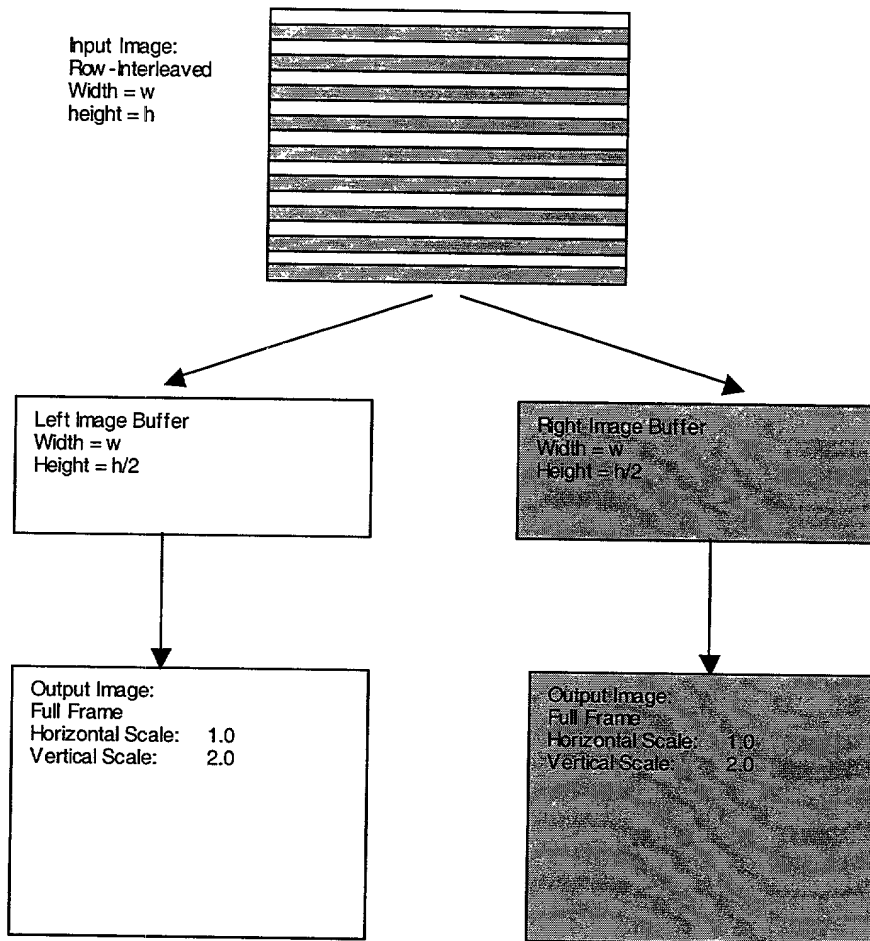
**Figure 43**

**3D Data Formatter Block Diagram**



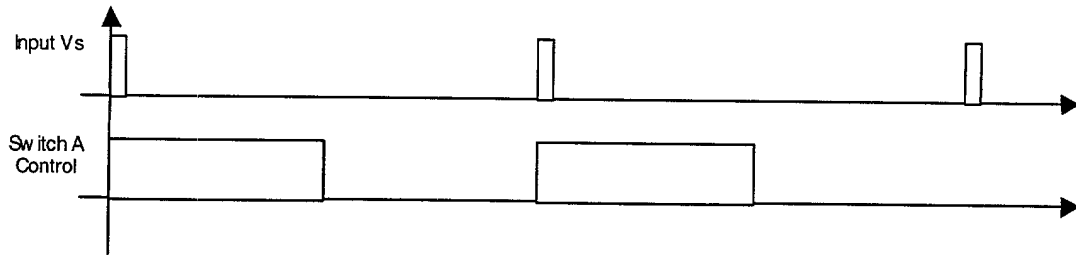
**Figure 44**

Switch A Control for Row-Interleaved RGB Input



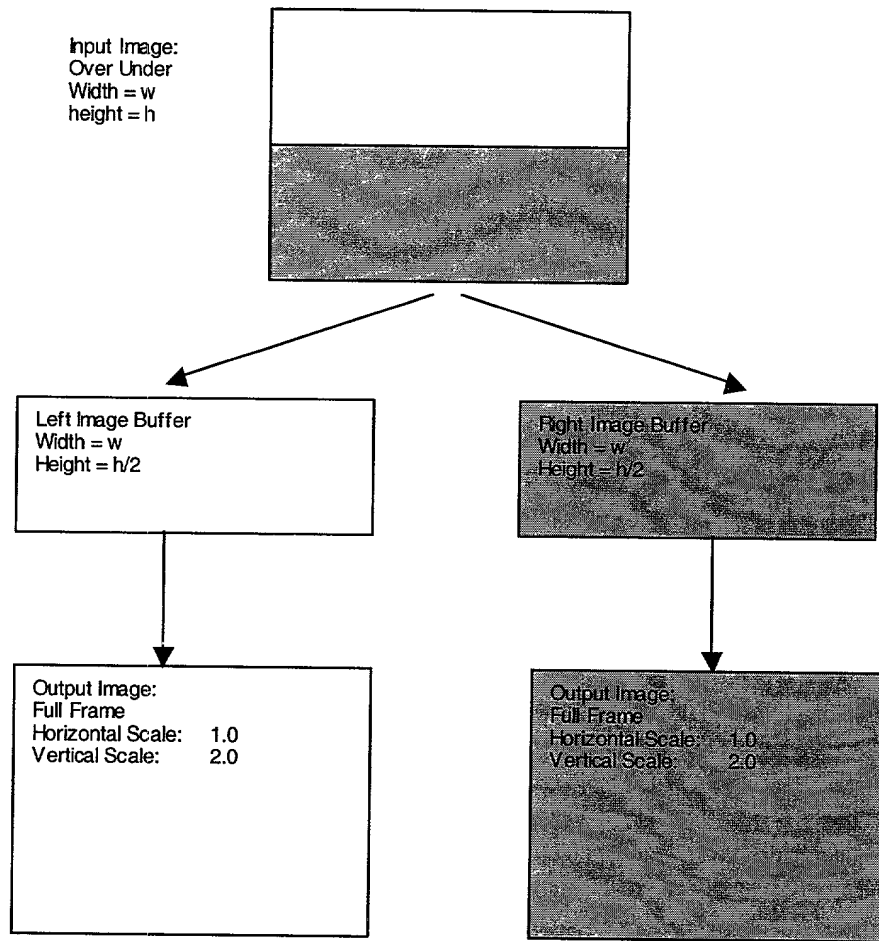
**Figure 45**

Output Scaling for Row-Interleaved 3D Format Input



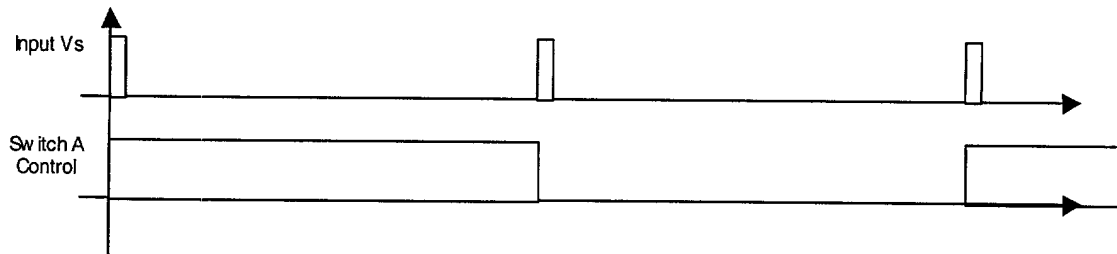
**Figure 46**

Switch A Control for "Over-Under" RGB 3D Format



**Figure 47**

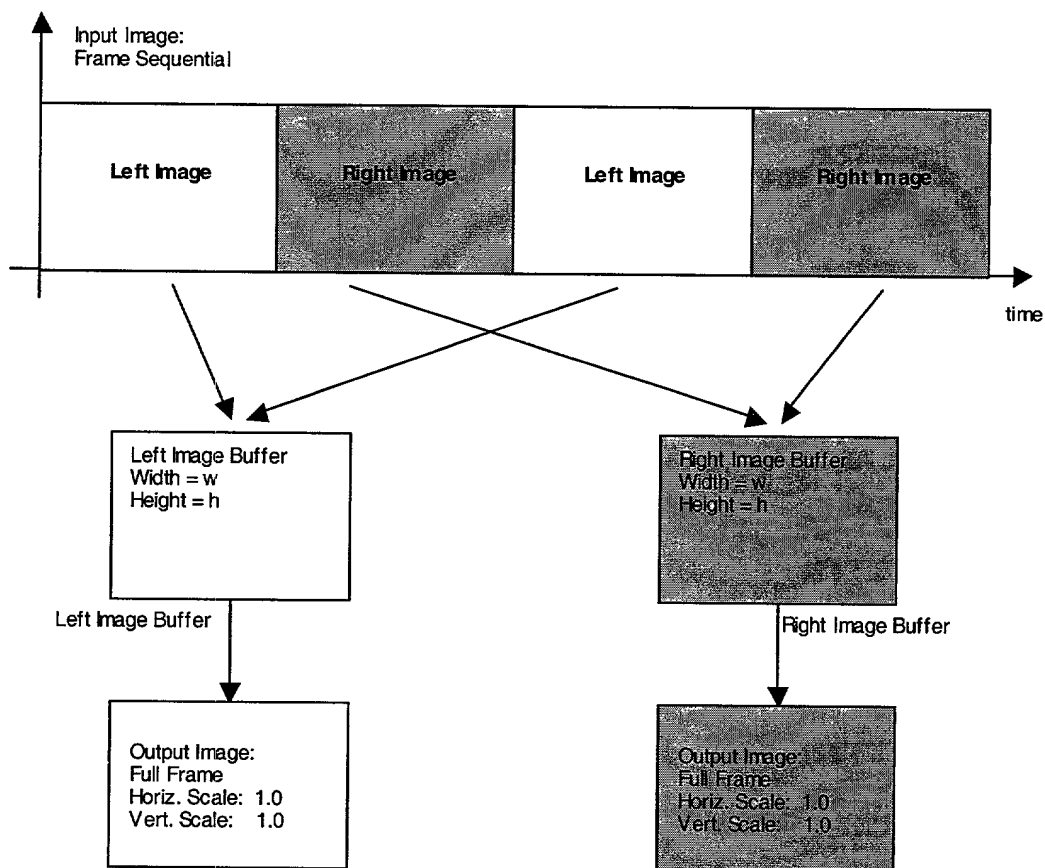
Output Scaling for Over-Under 3D Format Input



**Figure 48**

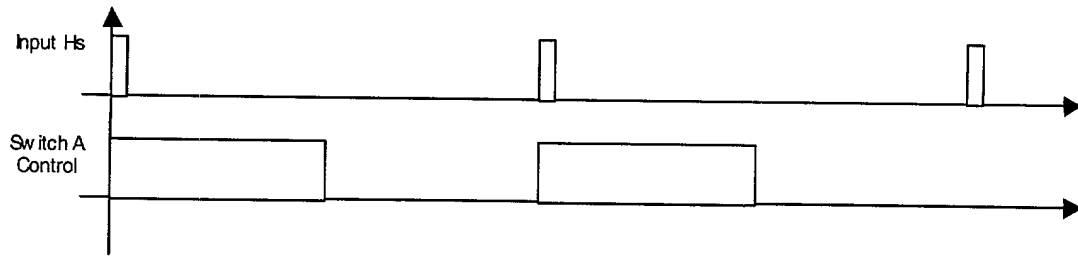
Switch A Control for "Page-Flipped" 3D Input

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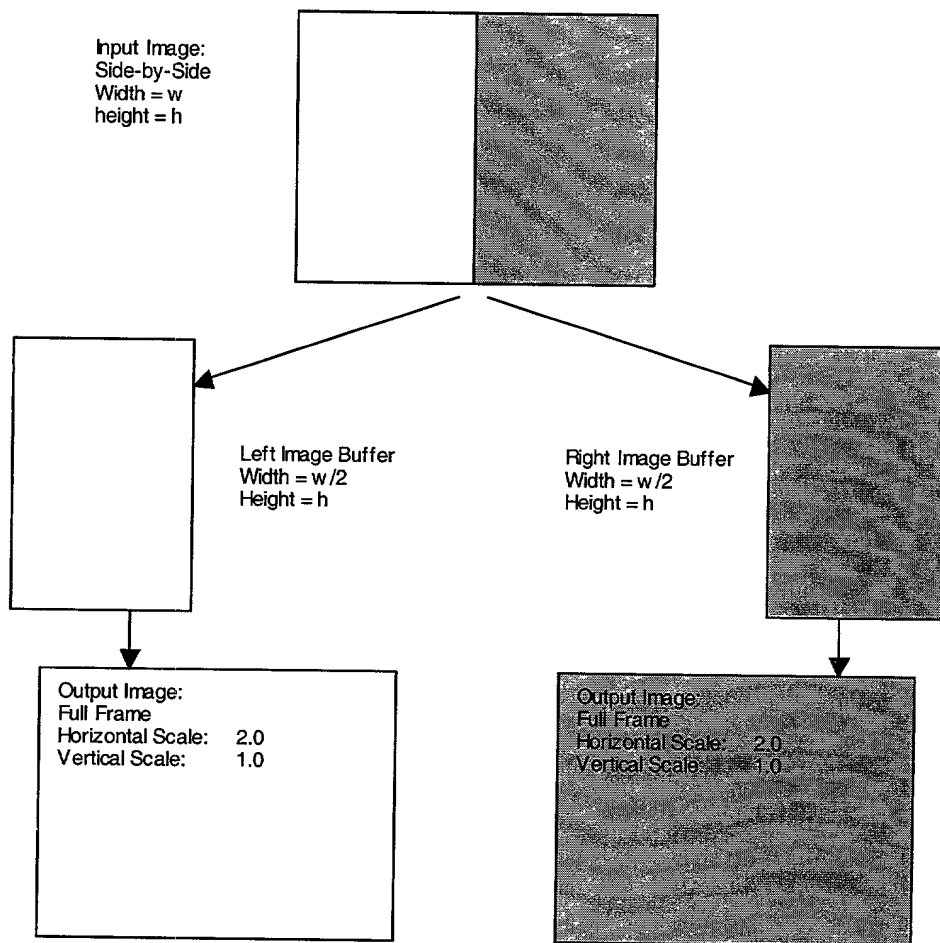
**Figure 49**

Output Scaling for "Page-Flipped" 3D Format Input



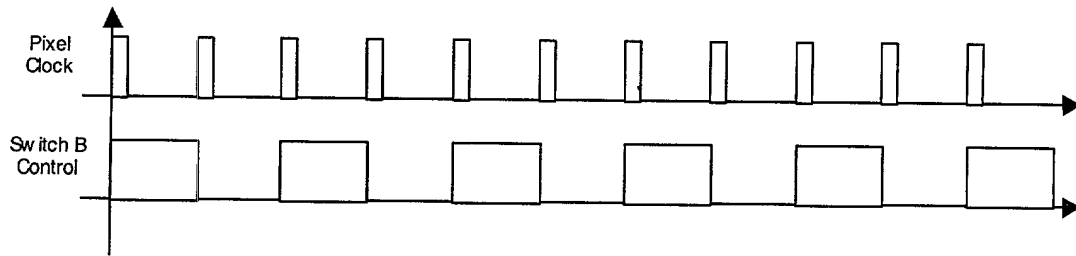
**Figure 50**

Switch A Control for "Side-by-Side" RGB 3D Input



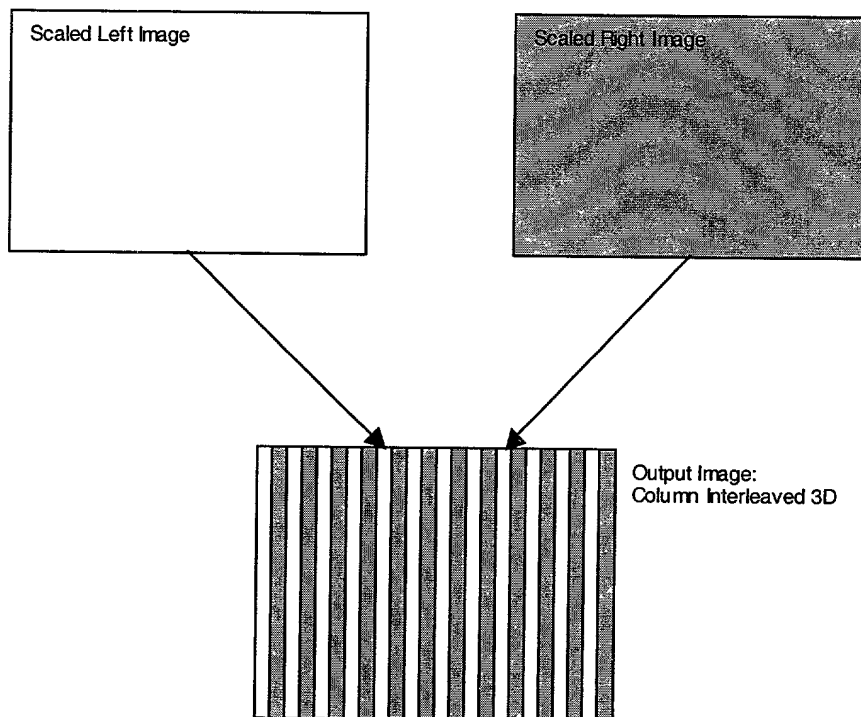
**Figure 51**

Output Image Scaling for Side-by-Side 3D Format Input



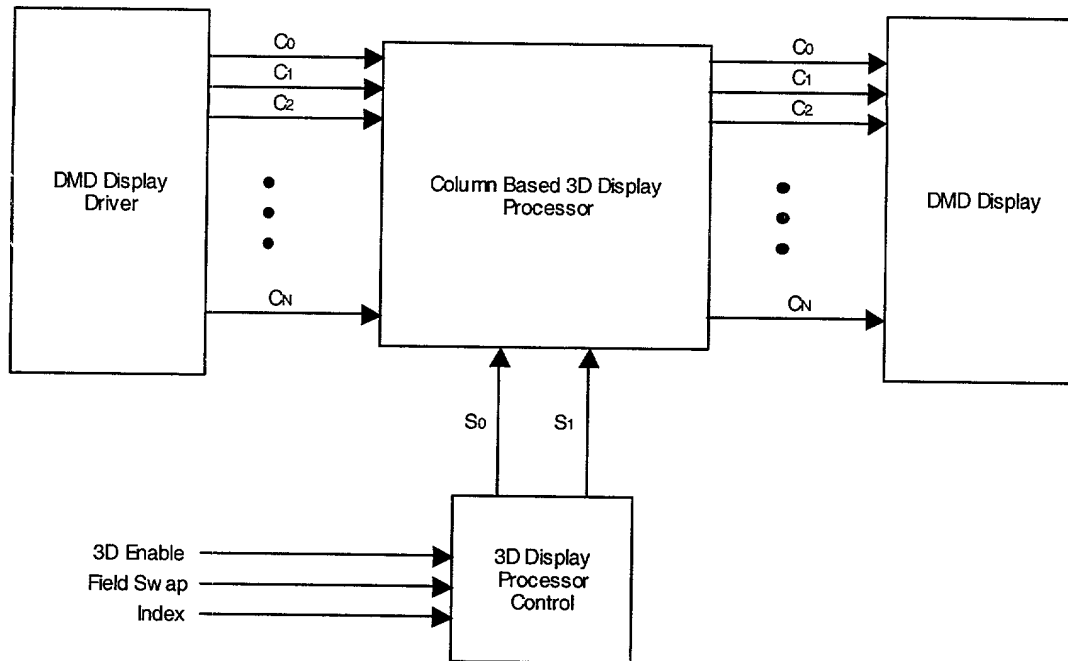
**Figure 52**

Switch B Control for 3D Data Formatter Block



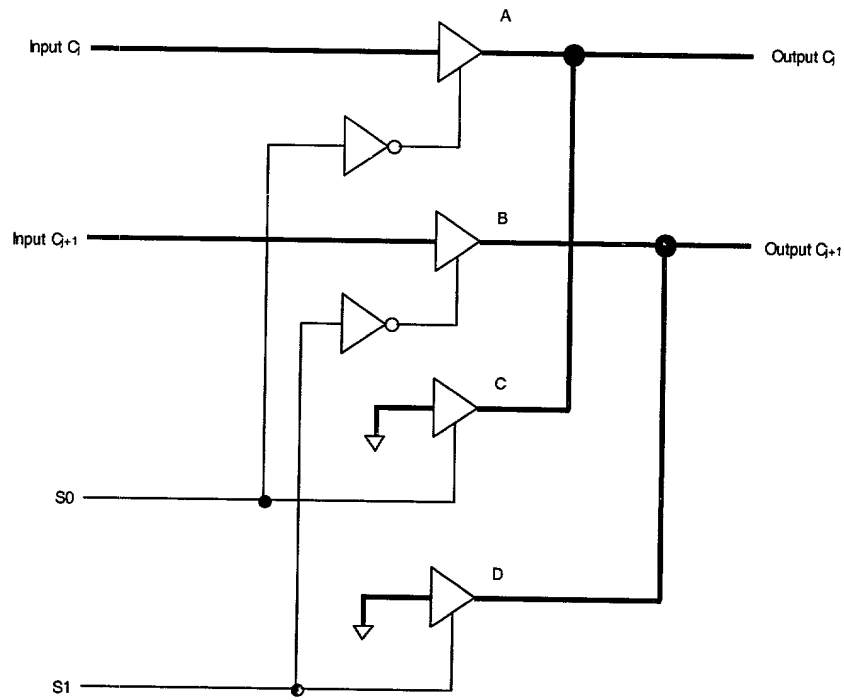
**Figure 53**

Graphical Illustration of 3D Data Formatter Output



**Figure 54**

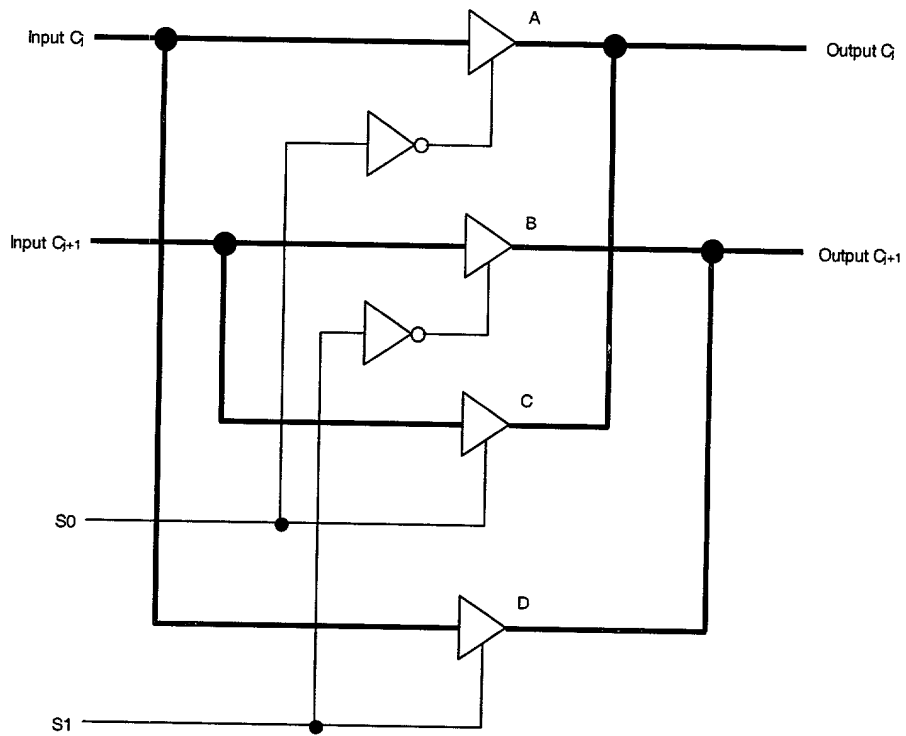
**3D Display Formatter**



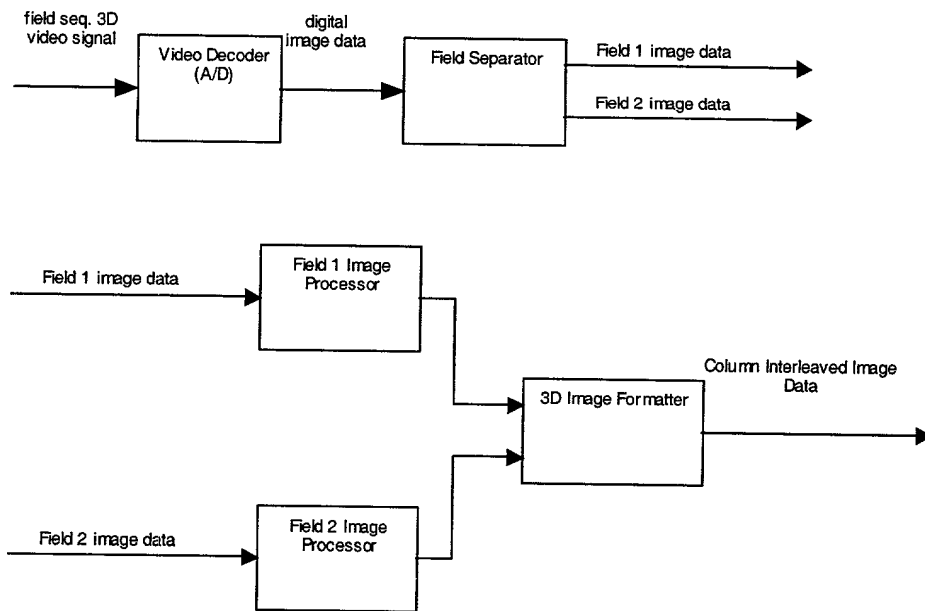
**Figure 55**

**Block Diagram for 3D Display Processor Using Column Blanking Method**





**Figure 56**



**Figure 57**